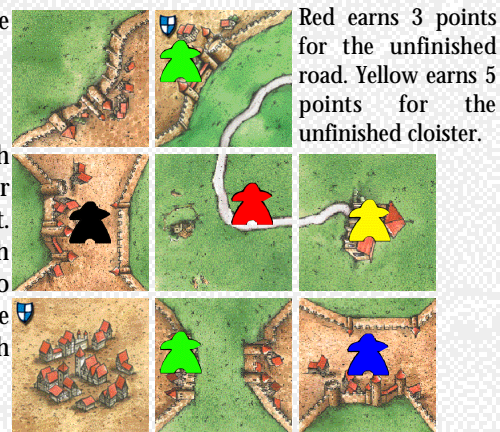


Game end

At the end of the player's turn in which the last land tile is placed, the game ends. Then follows the final scoring.

Final scoring

First, all incomplete cities, roads, and cloisters are scored. For each incomplete road and city, the player, who has a thief on the road or knight in the city, earns one point for each road or city segment. Pennants are worth 1 point each. For incomplete roads and cities with more than one follower, use the rules for completed roads and cities to determine who scores. For an incomplete cloister, the player with the monk on the cloister earns 1 point for the cloister and 1 point for each land tile surrounding it.

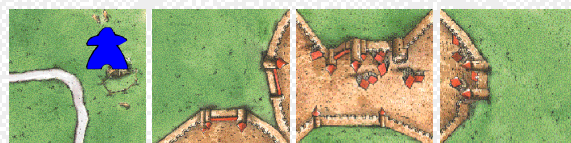


Red earns 3 points for the unfinished road. Yellow earns 5 points for the unfinished cloister.

Blue earns 2 points for the unfinished city on the lower right. Green earns 7 points for the unfinished city on the left. Black earns nothing for the large city as green has more knights in it.

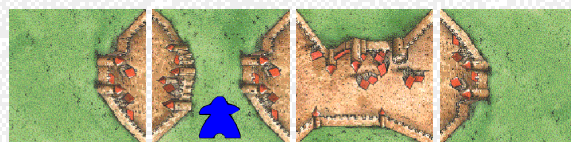
As farmers supply cities, they score points accordingly. Farmers score as shown below:

- Only completed cities are used for scoring farmers.
- The farm must border a completed city to supply it. The distance of the farmer to the city is unimportant.
- For each city a farm supplies, the player who deployed the farmer earns 4 points, regardless of the size of the city.



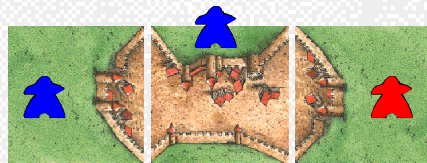
Blue earns 4 points. For the incomplete city on the second tile from the left, blue earns no points.

- A farmer can supply (and score) several cities when they are adjacent to his farm.

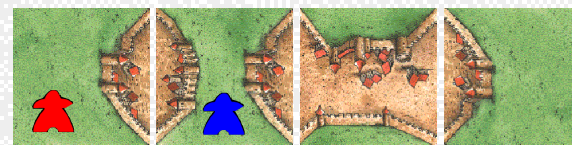


Blue earns 8 points.

- Several farms can supply a single city. In such a case, the player with the most farmers in the farms supplying the city earns the 4 points. If two or more players tie with the most farmers, each of those tied for most earns 4 points.



Blue earns 4 points and red earns nothing as blue has the most farmers, although they are not on connected fields.



For the small city red and blue are tied and each score 4 points. For the big city blue scores 4 points. Red has no farms adjacent to the big city.

In this way, all cities are scored one by one. When all cities have been scored, the final scoring is complete.

The player with the most points is the winner!

Tips:

- Place farmers so they are lying in their fields so that all players can more easily see which fields they are in.
- Remove followers as you score the unfinished roads, cities, and cloisters. This will make scoring the farms easier.

Special rules for the 12 expansion river tiles

Remove the starting tile from the game. Begin the game by laying the spring that starts the river. Set aside the lake tile and shuffle the remaining 10 river tiles face down and draw from these before drawing from the tiles from the normal game. Place these tiles so that the river on each connects to the river on the previous tile. Do not place a river tile so that the river makes a "U" turn. Play followers on these tiles as in the normal game. Do not place followers on the river. When the 10 river tiles have been played, the next player plays the lake and then play continues with the normal tiles.

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If you have comments, questions, or suggestions, please write:

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Carcassonne

A clever tile-laying game for 2-5 players aged 10 and up by Klaus-Jürgen Wrede

The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The skills of the players to develop the area and use their thieves, knights, farmers, and monks will determine who is victorious.

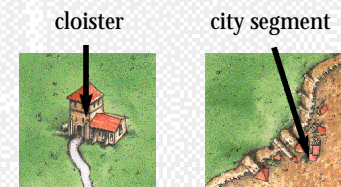
Contents

- 72 land tiles (including 1 starting tile with a different back), which picture city, road, and field segments and cloisters.

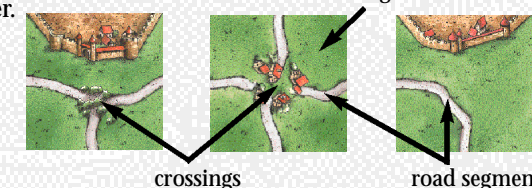
- 40 followers in 5 colors. Each follower can be used as a knight, thief, farmer, or monk. One of each player's followers is the player's scoring marker.

- 1 scoring track, used to track players' scores.

- rule booklet

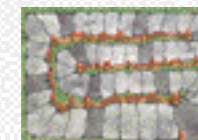


field segment



crossings

road segments



Overview

The players place land tiles turn by turn. As they do so, the roads, cities, fields, and cloisters emerge and grow. On these, the players can deploy their followers to earn points. Players score points during the game and at the end. The player with the most points after the final scoring is the winner.

Preparation

Place the starting tile face up in the middle of the table. Shuffle the remaining land tiles face down and stack them in several face-down stacks so that all players have easy access to them. Place the scoring track near one edge of the table to leave room for the players to place land tiles in the middle of the table.

Each player takes the 8 followers in his color and places one as his scoring marker in the large space at the lower left of the scoring track. Each player places his remaining 7 followers before him on the table as his supply.

The youngest player decides who will be the starting player.

Playing the game

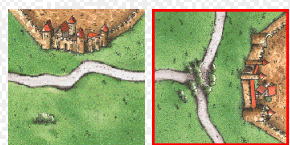
Players take turns in clockwise order beginning with the starting player. On a player's turn, he executes the following actions in the order shown:

1. The player must draw and place a new land tile.
2. The player may deploy one of his followers from his supply to the land tile he just placed.
3. If, by placing the land tile, cloisters, roads, or cities are completed, they are now scored.

Placing land tiles

First a player must draw a land tile from one of the face-down stacks. He looks at it, shows it to his fellow players (so they can advise him on the "best" placement of the tile), and places it on the table, using the following rules:

- The new tile (with red borders in the examples) must be placed with at least one edge abutting one previously placed tile. The new tile may not simply be placed corner to corner with a previous tile.
- The new tile must be placed so that all field, city, and road segments on the new tile continue to field, city, and road segments on all abutting tiles (cloisters are always complete within single tiles).



road and field segments are continued



city segment is continued



on one edge the city segment is continued and on the other edge the field segment is continued



This is an **invalid** placement

In the rare circumstance where a drawn tile has no legal placement (and all players agree), the player discards the tile from the game (into the box) and draws another tile to place.

Deploying followers

After the player places a land tile, he may deploy one of his followers, using the following rules:

- The player may only play 1 follower on a turn.
- The player must take it from his supply.
- The player may only deploy it to the tile he just placed.
- The player must choose where to deploy the follower on the tile:



in a city segment

or



on a road segment

or



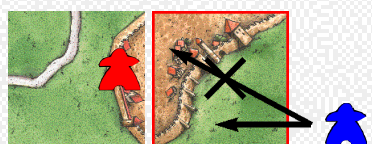
in a field segment

or



in a cloister

- The player may not deploy a follower on a field, city, or road segment if that segment connects to a segment on another tile (no matter how far away) that already has a follower (from any player) on it. See the following examples.



Blue can only deploy a farmer as there is already a knight in a connected city segment



Red can deploy his follower as a knight or a thief, but only as a farmer in the small field where the red arrow points. In the larger field area, there is already a farmer on a connected field segment.

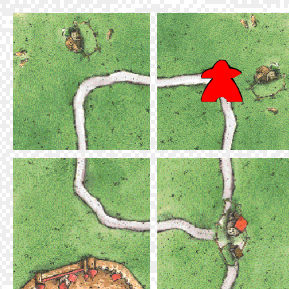
When a player has deployed all his followers, he continues to play land tiles each turn. Although a follower may not be recalled, followers are returned to players when cloisters, roads, and cities are scored.

Scoring completed cloisters, roads and cities

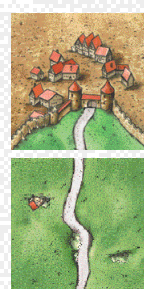
If a cloister, road, or city is completed by the placement of the land tile, it is now scored.

Completed road

A road is complete when the road segments on both ends connect to a crossing, a city segment, or a cloister, or when the road forms a complete loop. There may be many road segments between the ends. The player who has a thief on a completed road scores one point for each tile in the completed road (count the number of tiles; separate segments on a tile count just once).



Red earns 4 points.



Red earns 3 points.

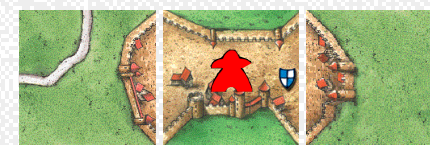
The player moves his scoring marker forward on the scoring track a number of spaces equal to the points earned. If you pass 50 on the scoring track, lay your marker down to indicate a score greater than 50 and continue along the track.

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Completed city

A city is complete when the city is completely surrounded by a city wall and there are no gaps in the wall. There may be many city segments in a city.

The player who has a knight in a completed city scores two points for each tile in the city (count the number of tiles; separate segments on a tile count once). Each pennant on segments in the city earns the player 2 points.



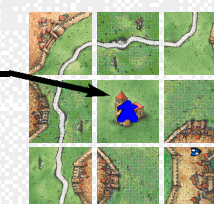
Red earns 8 points.



Single exception: when a completed city has just 2 city segments, the player earns just two points (not 4), plus 1 point for each pennant.

What happens when a completed city or road has more than one follower? It is possible through clever placement of land tiles for there to be more than one thief on a road or more than one knight in a city. When this occurs in a completed road or city, the player with the most thieves (on a road) or the most knights (in a city) earns all the points.

When two or more players tie with the most thieves or knights, they each earn the total points for the road or city.



Blue scores 9 points.

The new land tile connects separate city segments to complete a city.



Red and blue each score the full 10 points for the city as they tie with 1 knight each in the completed city.

Completed cloister

A cloister is complete when the tile it is on is completely surrounded by land tiles. The player with a monk in the cloister earns 9 points (1 for the cloister tile and 1 each for the other tiles).

Returning followers to players' supplies

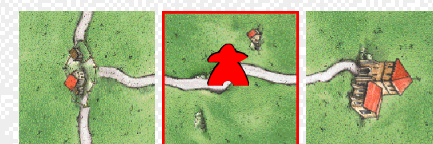
After a road, a city, or a cloister is scored (and only then), the followers involved are returned to the appropriate players' supplies. The returned followers may be used by the players as any of the possible followers (thief, farmer, knight, or monk) in later turns.

It is possible for a player to deploy a follower, score a road, city, or cloister, and have the follower returned on the same turn (always in this order).



Red earns 2 points for the city.

1. Complete a road or city by placing the new tile.
2. Deploy a knight or thief.
3. Score the completed city or road.
4. Return the knight or thief.



Red earns 3 points for the road.

The farms

Connected field segments are called farms. Farms are not scored. They exist only as places to deploy farmers. Farmers are only scored in the final scoring.

Farmers remain in the field segment where they are deployed for the entire game and are never returned to the players' supplies!

Farms are bordered by roads, cities, and the edge of the area where the land tiles have been played.



All 3 farmers have their own farms. The city and road segments separate the farms from each other.



After the placement of the new land tile, the farms of the 3 farmers are connected. **Note:** the player who played the new land tile may not deploy a farmer because the connected field segments already have farmers.

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